Experimentation Activities Key Results

Joint Urban Warrior 07

Event / Activity Description

Background. ***JUW*** **builds on the Marine Corps' legacy of urban wargaming and CD&E, resident primarily in the Marine Corps Warfighting Laboratory (MCWL), the lessons and insights from ongoing real-world operations, and the various joint urban operations initiatives spearheaded by the Joint Urban Operations Office (JUOO) at USJFCOM. This provides both a foundation for continued Service urban operations development, and a mechanism for USJFCOM to fulfill its responsibilities as the DOD Executive Agent for Joint Urban Operations.**

Focus and Scope. ***JUW*** **is focused on: the integration of the full spectrum of advanced operational concepts and approaches, organizational innovations, technologies, and other transformational opportunities in complex urban operations necessary to enhance operational effectiveness in the context of the Three Block War; the critical importance of political end-state planning in shaping the nature of the joint urban campaign; and the critical importance of the stability and support aspects of urban operations.**

Key Objectives / Warfighter Challenges

JUW 07 **Program Objectives**

•Further develop and refine the concept of Strategic Compression.

•Assess the impact of Strategic Compression on the design, planning and conduct of complex urban operations.

•Building on the findings and issues developed in JUW 04, 05 and 06, and in the context of Strategic Compression, continue to explore, develop, and assess innovative operational, organizational, and command relationships approaches to the conduct of Service, Joint, Combined, and Interagency Urban Operations, with particular focus on the complexities of the Three Block War and multinational and interagency coordination, integration, and interoperability.

Key Findings:

Findings for events in the JUW series may be found at:

http://www.wargaming.quantico.usmc.mil/

Expeditionary Warrior 07

Event / Activity Description

Expeditionary Warrior **is designed considerably differently than the other Title X programs noted above. By contrast,** ***Expeditionary Warrior*** **consists of an annual series of smaller, more focused games and related events that can either be connected by a common theme or address discrete issues. The intent is to build in greater speed and flexibility in addressing questions of particular concern to the senior leadership, to focus participation on the question at hand, to leverage other Wargaming efforts for Title X "value added," and to maximize "output" relative to resources expended.**

EW 07 **War Game (Potomac, MD) 21-26 Jan 07**

Key Objectives / Warfighter Challenges

-Identify the tasks of the operational commander engaged in
complex operations.
- Explore approaches for the conduct of campaign design.
- UK Effects-Based Approach
- Interagency campaign design approach
- Joint Doctrine for Campaign Planning (JP5-00.1)
- Examine the transition from campaign design to planning.

Key Findings:

indings for this event will be posted to: http://www.wargaming.quantico.usmc.mil/